

Wonder & Wickedness

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a Lost Pages book



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Foreword

The most common method of presenting spells within a fantasy RPG is a ranking by level. Characters usually only gain access to the more powerful magic at higher levels. However, this is not the only reasonable approach, and the notion of no hierarchy of spells is the foundation of this supplement.

Two important properties are required for such level agnostic magic in the traditional fantasy RPG context. First, power and spell consequences need to be modulated so that basic game challenges are not circumvented. That is, all spells need to be appropriate for beginning characters. Second, spell capabilities should scale to some degree with sorcerer level so that they remain relevant throughout the game.

Following this logic, I present here a collection of spells without levels. Most were inspired by the original spells in MEN & MAGIC by Gygas and Arneson. The first level spells in James Raggi's Better Than Any Man were also influential on my thinking.

I attempted to be suggestive rather than comprehensive. This is in the spirit of the original game, and means that the text cannot foresee every possible outcome. The Referee will be required to make rulings. Can poltergeists be damaged by magic? How are they permanently banished? I prefer to think of the spells here as a point of departure, not a voice of authority.

In addition to spells, supplementary magic rules, sorcerous catastrophes, and a selection of enchanted items are included, all written using with a similar approach. Some ways to make use of the catastrophes are discussed within the section on optional rules.

Throughout this supplement, the word “sorcerer” is used to represent the magic-using character class. You may need to mentally substitute wizard, magic-user, warlock, magician, or something else to fit your own games. Some degree of familiarity with traditional class and level fantasy roleplaying games is assumed.

Most of the spells and some of the other content was originally presented on my blog:
<http://www.necropraxis.com/>

Rules for Sorcery

The rules presented below for duration and sigils apply to all spell descriptions and are required for their basic functioning. Optional rules for spell acquisition, spell preparation, spell learning, magical defense, and maleficence (a form of general attack magic) are also provided, but do not otherwise interact with any of the spells, and thus may be safely ignored.

Spell Acquisition

Sorcerers begin with three spells, determined randomly. New spells must be discovered in play. An intelligence check or similar roll is required to learn a new spell. If this check is failed, the spell may never be learned by the sorcerer. This rule makes each sorcerer's complement of spells somewhat unique.

Spell Preparation

Sorcerers may prepare one spell per level in the traditional Vancian manner (spells are wiped from memory when cast, etc). Thus, a fifth level sorcerer can prepare five spells during each downtime between adventuring.

Duration

Unless otherwise stated, the durations of all spells are equal to the sorcerer's level in exploration turns.

In most games, an “exploration turn” is equal to approximately 10 minutes of in-game time, though I personally prefer to keep such measurements abstract and somewhat elastic.

I often further simplify tracking durations by ending ongoing effects when the random encounter check die comes up 5 rather than bothering to track durations exactly.

Specialists

Focusing on one kind of magic has several benefits.

First, when determining spells randomly, specialists may always choose to roll on the spell table pertaining to the specialization.

Second, specialists are never required to make intelligence checks to learn spells of their chosen specialty.

Third, all spells that belong to the given specialty have an increased duration (one additional exploration turn would be reasonable).

In exchange for these benefits, the sorcerer must forsake access to an entire specialty of magic, to be chosen at character creation. Specialists may never cast or learn spells from this forbidden category. For example, a diabolist might choose to forsake all access to transmigration magic in exchange for greater facility with and access to demon sorcery.

Sigils

Some spells make use of sigils, which are magically inscribed runes. Sigils are visible to all and obviously arcane, but only interpretable by other sorcerers. Sigils also serve as a form of signature that can be read by any character with spell training, and can be associated with the originating sorcerer.

A sorcerer may only ever have one sigil of a given type active at a time. Inscribing or interpreting a sigil takes a sorcerer one exploration turn. The creation of a new sigil causes any previous sigils of the same type created by the sorcerer to vanish.

In terms of game mechanics, this allows sorcerers to create a limited form of persistent effect that may come with social consequences within the game world.

Magical Defense & Spell Duels

Any prepared spell may be expended to protect one person per sorcerer level from the effects of one spell. A decision to use magical defense must be made before damage or saving throw dice are rolled. For example, a second level sorcerer may expend a prepared spell in order to protect two characters from some hostile magic.

This makes prepared spells function somewhat like magic hit points, as a potential buffer, and means that sorcerers can absorb a magical assault for a party in much the same way that warriors can serve as physical defenders. It also supports the classic wizard's duel without requiring a separate mini-game.

The magical defense rules may also be used with traditional leveled Vancian magic. In this case, the number of people that can be protected is equal to the level of the spell expended.

Maleficence

Any prepared spell may be expended to conjure calamity, doing two dice of damage to all in a melee area or to a single enemy. A saving throw is allowed for half damage.

Each sorcerer's maleficence is unique and should be determined at the time of character creation by the choice of a single additional descriptor (fire, lightning, shadow, cold, acid, and so forth), which can also cause appropriate secondary effects (perhaps igniting flammable objects, freezing a small pool, or doing extra situational damage based on enemy weaknesses).

When both damage dice come up 6, roll another die and add it to the total, continuing this procedure as long as sixes are rolled. Maleficence gives sorcerers a default potent magical attack option that nonetheless is not without resource considerations (given that a prepared spell must be sacrificed).

Backwards Compatibility

Several methods for using these spells with more traditional rules while avoiding significant modifications include:

- Treat all the spells in WONDER & WICKEDNESS as first level and use them along with the spells of whatever base system is active.
- Introduce them as single use effects, such as with scrolls or talismans.
- Use a separate sorcerer class that has access to these spells in addition to other magic-using classes.
- In games with save target number based on the sorcerer's power and spell levels, the target becomes $10 + \text{sorcerer level}$.

Catastrophes

Spell catastrophes may be triggered in the following cases:

- Spell interruption
- Sorcerer death
- Casting spells beyond normal allotment
- Non-sorcerers casting spells
- Curses, including using a cursed item
- Sorcerous traps

Or others of the referee's devising.

There are 12 catastrophes for each type of sorcery leading to 84 catastrophes in total. A secondary number has been attached to each catastrophe, allowing a general roll over all catastrophes if the type of catastrophe is not known. Percentile dice may be used to simulate the probabilities of rolling 1d84 by re-rolling results above 84.

Spell-lists

The following specialties are available in this document:

- Diabolism
- Elementalism
- Necromancy
- Psychomancy
- Spiritualism
- Translocation
- Vivimancy

Comprehensive Spell List

- | | |
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| 14 Dread Manifestation | 42 Second Sight |
| 15 Dust of the Sandman | 43 Seduce Waters |
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| 27 Mirror Road | 55 Vitalize |
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Specialties Spell Lists

Diabolism

- 1 Bind
- 2 Circle of Protection
- 3 Conjure
- 4 Covenant
- 5 Demonic Assassin
- 6 Gleam
- 7 Miasma
- 8 Petition

Elementalism

- 1 Chariot of Air
- 2 Pyrokinesis
- 3 Rockspeech
- 4 Seduce Waters
- 5 Spell of Subterranean Gullets
- 6 Stormspeech
- 7 Trapped Lightning
- 8 Wind Barrier

Necromancy

- 1 Death Ray
- 2 Lich-Craft
- 3 Life Channel
- 4 Occult Consultation
- 5 Poltergeist
- 6 Soul Harvest
- 7 Soul Transfer
- 8 Transmigration

Psychomancy

- 1 Bewitch
- 2 Comprehension
- 3 Dominate
- 4 Dread Manifestation
- 5 Dust of the Sandman
- 6 Fascinating Gaze
- 7 Obsecration
- 8 Plasmic Manipulation

Specialties Spell Lists

Spiritualism

- 1 Astral Projection
- 2 Conduit
- 3 Ethereal Boundary
- 4 Hekaphage
- 5 Plasmic Key
- 6 Reality Shift
- 7 Second Sight
- 8 Shroud

Translocation

- 1 Fold Space
- 2 Living Gate
- 3 Mirror Road
- 4 Portal
- 5 Recall
- 6 Revisitation
- 7 Spatial Coincidence
- 8 Transmit Breath

Vivimancy

- 1 Bloodlust
- 2 Genoplasm
- 3 Indolence
- 4 Quickening
- 5 Ravening
- 6 Serpent's Kiss
- 7 Totem
- 8 Vitalize

Diabolism

Bind

Summon invisible, extra-dimensional chains.

The chains bind a number of levels worth of creatures equal to the sorcerer's level. Saving throws apply. Bindings may be set as traps by laying a binding sigil.

Circle of Protection

Supernatural creatures of level less than or equal to the sorcerer's level may not cross the circle boundary.

A number of people equal to the sorcerer's level may shelter within the circle. The circle must be immobile and drawn prior to casting.

Conjure

Call a creature from another dimension. If a particular true name is known, it may be intoned during the casting of this spell, and the named creature will come, but the veil may also be rent without care for what will emerge.

Sorcerers may control any summoned entity of hit dice less than or equal to the sorcerer's level with concentration, but otherwise the standard reaction roll and negotiating procedures apply.



Covenant

Magically seal a bargain between the sorcerer and a counterparty by awarding temporary control of both souls to a devil. Free assent is required, but may be compelled by factors external to the magic, such as a dagger to the throat.

Demonic malady rewards temporary deviation, and ignoring the covenant completely allows the devil to take permanent possession, which causes death and eternal torment.

Demonic Assassin

Conjure forth a demon and negotiate terms; part of payment is always the soul of the target.

The sorcerer's sigil must be set upon a possession of the target. The demon will then hunt the possessor of the object the sigil is set upon until the possessor is slain.

Gleam

Conjure a hovering magical spirit of radiance that does not shed heat, does not require air, and is not doused by water. A gleam per level may be summoned and the illumination of each is similar to torchlight.

Gleams may be directed to bedevil enemies, which will cause temporary blindness if a saving throw is failed as long as the spirit remains engaged.

Miasma

Summon the poisonous atmosphere of hell. The miasma follows the wind, but otherwise seeks to descend back to its place of origin.

Determine effect randomly:

- 1) save or die if breathed
- 2) one die of acid damage per round and vulnerable objects must save
- 3) burning blindness permanent until treated with salves and poultices
- 4) uncontrollable retching which imposes a -4 penalty and prevents complex actions such as spell casting
- 5) one die of cold damage per round and any killed in the miasma rise as uncontrollable ice revenants
- 6) the stench of chaos requires all within to save or go berserk, attacking randomly any within reach.

Petition

Query a creature from another dimension. Answers are not guaranteed to be truthful, and entities will usually attempt to further their own interests.

If a particular true name is known, it may be intoned during the casting of this spell, and the named creature will answer.

Elementalism

Chariot of Air

A tumult of air elementals, prismatic and cacophonous, bears the sorcerer aloft and in any direction desired.

Buffeted this way and that, no subtle action may be taken or communication attempted over the roar and incoherent babbling of the winds. Despite the many voices they have stolen, these creatures communicate by caresses and only madly wail in confusion if not in contact with the sorcerer.

Pyrokinesis

The sorcerer gains complete control over a fire, and may cause it to grow, shrink, or otherwise change.

The fire may be detonated, causing 1d6 damage per sorcerer level to all near the blaze, though this ends the spell.

Rockspeech

Awaken the greater spirit of a hill or other stone prominence. It will obey basic commands, but is usually very slow, and is averse to areas of great corruption.

The actions of the elemental spirit may be expedited, but there is a 1 in 6 chance that such will be accompanied by an earthquake.

Seduce Waters

Divested of all equipment and clothing, the sorcerer bathes in a water, such as a river, lake, or pool, but not sea or ocean, as those old gods are wicked beyond measure, and in so doing communes with the spirit of the water.

The water spirit will obey basic commands, and thus may be parted, lowered, or otherwise modified. Spirits often have requests of sorcerers, given how they are during most of their existence hemmed in by rock and sky.

Spell of Subterranean Gullets

All tunnels, pits, and lacunae are the mouths, throats, and visceral spaces of the greater earth god Maxilor. The sorcerer may command the instantaneous opening of such a void in stone or rock, either horizontally (as a tunnel) or vertically (as a pit) to a depth of 10 feet per sorcerer level. The stone slowly returns to its former configuration, and will have closed completely (crushing any within) by the end of the spell.

Stormspeech

The sorcerer may command the weather, though only in generalities such as summoning powerful winds, occluding the sun with dark storm clouds, or causing a downpour. Invariably any weather modifications will result in threefold retribution as the skies become enraged by mortal interference and reassert dominance in days to come. Stormspeech is most commonly used for speeding ships on placid seas, as the seafaring sorcerer will likely be far away from the cosmic rebalancing when it comes.

Trapped Lightning

First a trap, such as a bottle or copper rod, must be prepared with a sigil and then set out under an open sky in a cosmically enticing manner, which will draw the lightning.

By speaking the words of the spell, the trapped lightning may be discharged, doing 1d6 damage per sorcerer level to all in the path of the bolt or radius of the discharge.

When used as a melee weapon, an undischarged lightning rod will knock back human-sized targets and deal one die of lightning damage if a saving throw is failed.

Wind Barrier

Swirling winds deflect small missiles such as arrows or spears.

The spell moves with the sorcerer, and may shelter a number of people equal to the sorcerer's level.

Outgoing missiles are hindered as well.

Necromancy

Death Ray

Kill one creature of level less than or equal to the sorcerer's level. A saving throw applies, though even if successful the target takes three dice of damage.

There is a 1 in 6 chance that any creature slain by this spell will rise, either immediately or in the future, dedicated in undeath to vengeance against the sorcerer.

Lich-Craft

Animate a number of levels worth of undead up to the sorcerer's level. The newly risen dead are wide eyed, hopeful, eager to serve, and often overenthusiastic, if not particularly creative, in carrying out directives.

When the spell ends, the undead minions:

- 1) turn on the sorcerer in anger
- 2) become catatonic
- 3) collapse into mundane corpses
- 4) dissolve into superheated ash or toxic slime
- 5) travel to the land of the dead by opening a gate (which remains open)
- 6) become permanent minions.

Life Channel

The sorcerer transfers life energy, either youth or vigor, from one person to another by touch.

If youth is transferred, the source ages one die worth of years per turn and the recipient regains one year of youth.

If vigor is transferred, the source takes one point of damage and the recipient:

- 1) regains six hit points but is permanently changed somehow by the dark magic
- 2-5) regains the number rolled worth of hit points
- 6) regains $1d6+6$ hit points.

Occult Consultation

The sorcerer must dig a pit two feet square, into which is poured wine, fragrant herbs, and the blood of a sacrifice slain with a bronze knife. A throng of ghosts is summoned by this ritual, which may be conversed with as desired for the duration of the spell, though truth is not compelled. Specific ghosts may be called if the sorcerer has material remains, a possession that was once treasured by the deceased, or a true name.

Following the consultation, if desired, the sorcerer may follow the ghosts in katabasis to the land of the dead, along with any number of willing companions, though an easy path of return is not guaranteed.



Poltergeist

A number of poltergeists equal to the sorcerer's level are summoned to haunt a place or possession, which must be marked with a poltergeist sigil.

While alone the phantoms will do their best to harass and torment any living creatures other than the sorcerer.

Though the poltergeists cannot talk and are insubstantial, the sorcerer can direct them to laugh insanely, become visible as ghostly menaces, howl discordantly, and cause telekinetic mischief, which may include the hurling of heavy or sharp objects, though the referee should decide exactly what the poltergeists do.

Soul Harvest

First the sorcerer must prepare an empty clay jar with the soul harvest sigil.

By the casting of this spell a sorcerer traps within the prepared jar a disembodied soul of level less than or equal to the sorcerer's level. Souls on their way to the underworld or other final reward may be captured automatically, but free-willed souls such as incorporeal undead are permitted a saving throw.

A soul may be freed in exchange for a favor, traded as sorcerous currency, or consumed for temporary power, such as a bonus to a single roll or a die worth of temporary hit points.

Soul Transfer

The sorcerer's soul is placed in a talisman like a pendant or article of clothing, leaving the original body behind in stasis.

While in the talisman, the sorcerer's consciousness remains active and aware of events nearby, and may possess any body that comes in contact with the talisman, though a save is permitted if the possession is resisted.

If this new body is slain while occupied by the sorcerer's soul, a saving throw is required for the sorcerer's soul to return to the talisman and avoid becoming trapped in the spirit world.

Transmigration

Prepared canopic jars and paraphernalia must be available, and a freshly slain person's organs harvested during the casting of this spell.

Using the remains, a ritual of three days and three nights may then be performed that slowly gathers a new body around the soul still contained in the brains and viscera.

This new body should be determined randomly. The knowledge, self, and memories of the slain person are preserved.

Psychomancy

Bewitch

Hostile creatures become neutral, neutral creatures become friendly, and friendly creatures become infatuated.

Friendly creatures will be open to serving the sorcerer, given some basic incentive, and infatuated creatures require no incentive. Affects a number of levels worth of creatures equal to sorcerer level.

Comprehension

The meaning of obscured or indecipherable communications is laid bare. This spell may be used to understand the words of any language or read the true intent of a cyphered missive. Even spirit or animal speech, such as the groaning of clouds or the howling of wolves, may sometimes disclose their secrets.

Dominate

By standing completely still with eyes closed in concentration, the sorcerer may psychically enter the body of another nearby, gaining access to any of their senses, and dictate the subject's physical actions. A saving throw applies, but does not end the spell, and the sorcerer may attempt command again in following rounds, against the same subject or another.

Subjects of this spell may resist any given dictated action by taking a die of damage. Such manipulation is awkward (a minor penalty applies), and lends a marionette-like quality to the movements and demeanor of the subject so controlled.

Dread Manifestation

The sorcerer calls forth the deepest monstrous fear from a mind nearby.

This manifestation is real to the source of the fear (assume double level compared to the source with appropriate special abilities), and will pursue the source with the speed of an unencumbered person, though it is merely a dim phantom to all other observers.

When the spell expires, the manifestation:

- 1) leaves behind some inanimate material remains
- 2) attains full materiality and autonomy
- 3) serves the sorcerer until the next full moon if offered further targets
- 4) vanishes in a pillar of fire
- 5) haunts the area permanently as a dim psychic echo which may spontaneously erupt as per this spell description,
- 6) persists and is actually a fear doppelganger which will take on a new shape based on the fears or nightmares of other nearby minds.

Dust of the Sandman

Sparkling dust conjured from the land of dreams blankets a small melee, and all within fall asleep. Saving throws apply.

Fascinating Gaze

For the duration of this spell, anyone that meets the sorcerer's gaze must make a saving throw.

Those that fail this saving throw become fascinated and are unable to act as long as the sorcerer maintains eye contact and doesn't do anything other than speaking.

The subject will answer basic yes or no questions truthfully, though questions requiring more complicated answers will not be understood, and memories of the episode remain foggy and indistinct.

Obsecration

A nearby creature (which must have consciousness and must be living) is called to aid the sorcerer.

The power of this creature will be proportional to the sorcerer's level (one creature level per sorcerer level is a reasonable guideline), and it will serve the sorcerer loyally for a number of turns equal to the sorcerer's level after arrival.

The creature must physically travel to the sorcerer, retains memory of all acts committed while under the influence of the spell, and will feel oddly satisfied about serving the sorcerer afterwards (assuming that the creature's basic ethos was not violated).

Plasmic Manipulation

The sorcerer examines the mind of another person for spells or other plasmic entities and may choose one of the following options:

- steal one spell for later casting
- implant (and thus lose) a spell into the target's consciousness
- free any number of plasmic entities from the target's mind (effectively voiding prepared spells).

The target of this spell is permitted a saving throw (use of a spell shield provides a +2 saving throw bonus rather than entirely preventing the effect), and if that saving throw is a natural 20 the target may instead raid the mind of the spell's originator, with recourse to the same three options.

Spiritualism

Astral Projection

The sorcerer's spirit is liberated and may venture safely from the body up to 10 feet per level (which remains in stasis while the spirit is absent).

The spirit is ethereal (and thus invisible to most mortal creatures), and may pass through a thickness of rock equal to level in feet, but is barred by lead or magical wards.

While ethereal, the sorcerer may reach into the brains of others to raid surface thoughts, though targets of a higher level than the sorcerer are permitted a saving throw.

Conduit

A sorcerer may use another person or thing as a relay for spells.

The sorcerer's conduit sigil must be placed on the conduit.

As long as the sigil remains, the sorcerer may meditate and perceive the surroundings of the sigil.

Ethereal Boundary

The sorcerer is surrounded by a field that disrupts magic and is ethereally opaque and impassable.

This barrier blocks any magical effect, both entering or leaving, though a saving throw is required to successfully block spells cast by a more powerful sorcerer. A number of people equal to the sorcerer's level may be sheltered within the barrier.

Hekaphage

Destroy an enchantment by feeding it to a hekaphage, ethereal creatures that eat magic and curses.

A saving throw applies if the sorcerer level is less than the enchantment level.

There is a chance in 6 equal to the level of the enchantment that the magic drained is sufficient to cause the hekaphage to manifest in the material world, though it will be fat and sated with the magic it has consumed.

Plasmic Key

All closed doors and secured entrances have a plasmic lock in addition to any material latches.

Opening the plasmic lock voids any material fastening, but requires the fabrication of a plasmic key, which is consumed (if material) by the plasmic lock when used. The key for a particular plasmic lock is:

- 1) a weapon that has been bloodied in anger
- 2) a freshly severed finger
- 3) a debt to an angelic being
- 4) a song enthusiastically sung
- 5) the sacrifice of a sinner's life
- 6) a randomly determined possession (significant in terms of encumbrance).

Reality Shift

Anything within a perfect sphere of radius 10 feet per sorcerer level may be shifted entirely into the spirit world, thus becoming invisible, insubstantial, and ethereal (unwilling conscious targets are permitted a saving throw).

The sorcerer must remain within the boundaries of the enchantment, and nothing may leave for the duration of the spell (though the sorcerer may permit other entities entrance by whim). Paradoxically, the gaping absence does not affect the material world in any other way (for example, bridges will continue to stand if their supports are shifted).

Second Sight

To the second sight, sorcerers radiate the presence of their prepared spells and enchanted items crackle with energy or leak glittering seepage.

Specific enchantments reveal aspects of their nature visually. Invisible and ethereal things can be seen.

Shroud

The sorcerer becomes invisible to mortal creatures but appears as a blazing beacon to those with the second sight and many natural denizens of the spirit world.

While shrouded, a sorcerer exists partially in both worlds, and may be harmed in either. Willing spirit creatures may be brought into the material world with the sorcerer when the spell ends.

Translocation

Fold Space

For the duration of this spell, the sorcerer links two unoccupied spatial volumes (of about human size) such that things entering either location exist simultaneously in both locations.

The sorcerer must concentrate and remain unmoving to maintain the sorcery, and must be able to see both locations.

When the spell ends, anything remaining in the folded area is:

- 1) duplicated in effigy (wicker, dirt, straw, and the like) at one of the locations
- 2) cloned, but insane, and with nonliving elements rendered in lead (but which is the original?)
- 3) torn in half, with one half at each point
- 4) forced to one of the two points but affected in reverse by gravity forever after
- 5) a spatial anchor that maintains the enchantment as long as the object remains in the fold
- 6) loses all color permanently (and is shunted to one of the two locations).

Living Gate

The sorcerer must first inscribe a gate sigil on a conscious creature. By casting this spell, the sorcerer (and a number of companions equal to level) may step through the body of the ensigiled creature as if through a door. The creature must save or take one die of damage per traveller, though this damage will only potentially lead to unconsciousness, not death.

Mirror Road

The sorcerer, along with a number of companions equal to level, may step into a mirror and travel within the mirror world, which is a twisted reflection of standard reality, emerging from another mirror (which may be selected by the sorcerer if known beforehand, or is otherwise determined randomly near the desired destination).

Each exploration turn of travel within the land of mirrors is equivalent in distance to a day of travel on material roads, though there is a 1 in 6 chance of a random encounter within the mirror world for each such turn of travel.

If the journey beyond the mirror persists for longer than one turn per level, there is a 1 in 6 chance cumulative per additional turn that:

- 1) denizens of the mirror world emerge along with the sorcerer at the destination
- 2) all mirrors within 100 miles shatter following the emergence of the sorcerer and companions
- 3) all other mirrors nearby become temporary vortexes, absorbing an object or person into the mirror realm
- 4) the destination mirror becomes a permanent gateway to the mirror world
- 5) denizens of the mirror world emerge from all other mirrors nearby
- 6) the destination mirror is nowhere near the desired location.



Portal

The sorcerer places a portal sigil on two doors and by the casting of this spell connects them so that they become the same door as long as the sigils endure.

A traveller stepping into one steps out of the other, with directionality of travel governed by the facing of the sigil (travellers enter toward the sigil and exit from it).

This spell only works on doors of established essence, and is permanent, but closing the door after it has been opened from the sigil side destroys the enchantment and the sigils.

Recall

A container marked with the sorcerer's recall sigil is transported to the sorcerer's current location. The capacity of this container is a number of significant items per level (following encumbrance guidelines).

Revisitation

A number of persons up to the sorcerer's level are transported to the location of the sorcerer's sigil of return.

Carried and worn possessions are conveyed as well, though there is a 50% chance that any awkward or cumbersome object is left behind. The sigil of return must be scribed under the gaze of the sun and is destroyed if moved from its place of inscription.

Spatial Coincidence

The sorcerer (and a number of others equal to the sorcerer's level) may occupy the same space as another physical object, which must be large enough to contain the largest of the persons so affected (unwilling subjects must be physically forced into an object and are permitted a saving throw against the magic).

While in an object, characters may not move, though they continue to perceive events around them as if filtered through a dim haze.

The spell subjects may exit and enter objects for the duration of the spell, though the sorcerer must will this to happen, subjects always emerge where they entered (thus, the spell may not be used to walk through a wall), and such reemergence occurs automatically when the spell ends.

Transmit Breath

A number of creatures equal to the sorcerer's level need not draw breath to sustain life for the duration of this spell.

Instead, the sorcerer inscribes a breath sigil, and the atmosphere around the sigil is magically transferred to the lungs of the creatures selected during the casting of the spell.

Vivimancy

Bloodlust

This spell awakens the inner beast, causing the growth of claws and fangs, granting a +1 to attack and damage, and a decrease by 1 to all damage taken.

A saving throw is permitted for the unwilling. Any creature so enraged must make a melee attack against the nearest combatant every round in the most violent manner possible.

When the spell expires, the subject collapses into unconsciousness if a saving throw is failed, and if this saving throw is a natural 1, the subject contracts lycanthropy.

Genoplasm

The sorcerer's touch causes the chaotic workings of life to permeate contiguous nonliving matter, approximately the size of one human per level.

One turn of contact leads to softening and weakness, as veins, entrails, and other organic appurtenances metastasize, and after three turns of contact, the matter collapses entirely into warm, pulsing slime.

During each turn of contact, there is a 1 in 6 chance of the transforming matter spawning some hitherto unseen organism, though such spawns are almost certainly unviable.

Furthermore, living creatures touched during the workings of this spell are subject to mutation if a saving throw is failed.

Indolence

All within a melee area are stricken with lethargy, moving at half their normal rate, and acting last in initiative automatically.

Creatures of level less than or equal to the sorcerer's level are affected automatically, while others are permitted a saving throw to avoid the effect. Indolence may also be cast on mechanisms or other things that engage in progress or change.

Quickening

By placing a quickening sigil on a person or thing, the sorcerer accelerates its movements, doubling speed and granting two actions per combat round rather than the standard single action.

The sigil fades after being used significantly, such as during a combat engagement. After the sigil fades, due to corporeal stress, the person or thing so affected must make a saving throw to avoid falling unconscious or breaking.



Ravening

The growth processes of several animals are accelerated, inducing ravenous hunger.

If sufficient food is not available, the creatures will attempt to consume anything nearby, and will gain sustenance from materials not normally consumable, such as wood or dirt, though food or flesh is preferred. The animals:

- 1) double in size for the duration of the spell and then collapse into unconsciousness afterwards
- 2) double in size permanently
- 3) grow until they become gargantuan and are driven insane

Serpent's Kiss

After casting this spell, the sorcerer grows long, hollow fangs, which may be used for a bite attack as if armed.

These fangs may also be used to draw out venom from someone that has been poisoned, negating the poison, though this process is painful and somewhat gruesome.

Venom so extracted is then stored in a new gland that develops within the sorcerer's body, and may be delivered later by bite.

Totem

Every person has two totems, a predator totem and a prey totem, which are connected and should be determined randomly (and recorded for future reference):

- 1) bat/centipede
- 2) cat/rat
- 3) hawk/newt
- 4) owl/frog
- 5) serpent/chicken
- 6) wolf/sheep

This spell allows the sorcerer to transform into a predator totem animal or force another into prey totem, though a saving throw applies in that case. People in totem form are marked by the sorcerer's sigil in an obvious location and equipment does not transform.

Vitalize

A form in stone, such as a statue, is endowed with life, viscera, beating hearts, flesh, and so forth. If the stone was once living, that previous existence is permanently restored.

Otherwise, when the spell ends the new life will:

- 1) return to stone
- 2) dissolve into a mess of biological waste
- 3) be stolen by an incorporeal soul, demon, or spirit for unpredictable purposes.

Spell Catastrophes

Diabolism

- 1: The sorcerer's forehead is branded with arcane writing, recognizable by the learned as an invocation to a greater demon. If this writing is intoned by a sorcerer, the demon is summoned and the writing disappears.
- 2: Every time the sorcerer takes a intelligent life, the release of necromantic energy summons a minor demon, which is confused and ornery from being so disturbed. The minor demon:
 - 1) has a great hunger for rotten meat
 - 2) can communicate only by speaking the names of animals
 - 3) craves the blood of wizards
 - 4) has three claws on each hand
 - 5) possesses a long, blond, stolen wig
 - 6) wields chains that paralyze anyone struck in combat.



- 3: Anyone that performs a paid service for the sorcerer in the future incurs a debt to the demon lord Alzrael. However, they are not so informed. If they do not discharge the debt, any offspring they have will be replaced with a demon changeling marked with the sorcerer's sigil.
- 4: The attention of the demon lord Kezgefligrox is attracted, who can now see whatever the sorcerer sees, and speak using the sorcerer's mouth, though the voice becomes different and ominous. The sorcerer's eyes now glow a faint orange in darkness.
- 5: One randomly determined person near the casting of the spell is permanently marked with a demonic sigil. This sigil conjures a minor demon each time the afflicted person sleeps. Determine demon reaction as normal.

- 6: The sorcerer and all allies nearby grow long, curving, goat-like horns. These are permanent, and mark those so affected as traffickers in demon magic.
- 7: The sorcerer is permanently imbued with the nature of demons, and becomes subject to many demonic weaknesses. For example, holy water becomes damaging, circles of protection keep the sorcerer out, and so forth. Further, the sorcerer loses the ability to cross running water without collapsing into unconsciousness. Crossing a line of salt, such as used with some magic circles, causes the sorcerer 1d6 damage.
- 8: A demonic imp familiar is summoned. This familiar has the sorcerer's eyes, which cease to reside in their previous location. The sorcerer continues to be able to see from the eyes, though does not control the imp directly. The imp may not travel more than 100 feet away from the sorcerer. If the imp is slain, the eyes are banished to another place where swirling colors and running, pulsing veins are all that is visible.
- 9: The skies of far off places open above the sorcerer. The vista seen contains geometries beyond the abilities of mortals to understand. All witnessing this display stand in awe and must make a saving throw. On success, the insight gained increases all mental or spiritual ability scores by 1 point. On failure, one such score is decreased by 1d6 points.

- 10: The sorcerer is bound to a demon of gluttony. In the future, prior to casting any spell, the sorcerer must consume two full days of rations. The sorcerer will never again feel satiated.
- 11: Every time the sorcerer casts a spell in the future, there is a 1 in 6 chance of accidentally also summoning a minor demon, reaction determined as normal. This demon is a:
- 1) cluster of 1d20 arms bound to one shoulder-nexus
 - 2) humanoid figure without skin that has a long poisonous snake for a tongue and levitates
 - 3) horse with fused rider and skeletal heads that can vomit forth torrents of earth or mud
 - 4) purple insectoid creature the size of a bobcat with seven wings and stingers terminating each of three legs
 - 5) perfect obsidian sphere the size of a skull that levitates and lashes out with energy whips
 - 6) pulsing mass of digestive organs with connecting gullet tubes and gnashing toothed mouths that creeps along the ground like an inchworm leaving a trail of acidic slime.
- 12: The sorcerer begins to molt, skin peeling off. Within 1d6 days, the old skin will be completely shed, revealing soft fishlike scales. This new skin offers no special protection, and generates clear, gelatinous secretions when near creatures from other dimensions such as demons.

Elementalism

- 1/13: Gales and storms afflict the area of spell casting, lasting 1d6 hours. During this time, a spirit of air enters into the sorcerer, merging with the sorcerer's voice. Whenever the sorcerer speaks, the words are heavy with echo and tempest, and it becomes impossible to vocalize anything quietly.
- 2/14: Sentinel earth spirits rise from the ground and claim the sorcerer. The sorcerer is held in stasis indefinitely in a well-guarded subterranean prison, to protect the world from wicked magic. The place of the sorcerer's abduction is marked with a stele that also serves as an entrance to the prison for those that intone the words of sorcery inscribed thereon.
- 3/15: The area within a mile of the spell casting is gripped in terrible earthquakes, which shift hills and tear down buildings of stone.
- 4/16: Several lesser air elementals are imprisoned within the sorcerer's body. Each time the sorcerer casts another spell, one is released and must be dealt with (standard reaction procedure applies, and there is a 1 in 6 chance that any such elemental released will be the last). These elementals may steal any words the sorcerer attempts to speak, and the sorcerer will naturally float atop water as long as any such elementals are contained.

- 5/17: The sorcerer spontaneously combusts, radiating intense heat to everything within five feet. This does not cause the sorcerer any damage, but it destroys anything flammable. There is a 3 in 6 chance per day of the combustion ending.
- 6/18: The currents of air no longer lend support to those near the sorcerer. Birds fall out of the sky and any flight within a league of the sorcerer is impossible.
- 7/19: A great celestial object tumbles from the heavens to where the magic was used, slowing as it falls until it comes to a halt, hovering 100 paces above the ground. This great rock bobs lazily in the air but is otherwise immovable. The object is:
- 1) inhabited by strange, amorphous blobs and is the size of a small castle
 - 2) the size of a cottage and covered with a profusion of crystalline growths that create strange harmonies by vibration
 - 3) appears to be some sort of vessel made of petrified wood cluttered with statues
 - 4) is dense with foliage and hundreds of paces across
 - 5) is actually a large stone building uprooted from a town or city hundreds of miles away
 - 6) is a perfect obsidian sphere 1000 feet across which will detonate in 1d6 days, obliterating everything nearby.



- 8/20: A greater fire elemental is summoned and demands of the sorcerer a grand burnt offering in exchange for the disturbance. A village, an expansive forest, or something of similar scale would be accepted, but nothing less.
- 9/21: The sun grows stronger in intensity each day for the next month, until it is almost impossible to go outside during the hours near noon. Crops are ruined, if seasonally appropriate, and strange, chitin-feathered birds with four wings migrate to the local area, only to leave again when the solar anxiety recedes. These birds will carry off small children and drop them from high altitudes.
- 10/22: Storm clouds gather over the place of the spell casting, and rain will be steady and constant over this area indefinitely.
- 11/23: Winter comes early, many crops are destroyed, and lands nearby are ravaged by arctic storms.
- 12/24: Torrents of water flow forth from the sorcerer's open mouth, more water than could possibly flow through such a small place naturally. The sorcerer is rooted in place for a month and a day, during which time no sustenance is necessary, serving as the source of a new river.

Necromancy

- 1/25: All vegetation within a mile of the sorcerer withers and dies.
- 2/26: The sorcerer is transformed into a ghoul. Magical healing is no longer effective, and nourishment is only gained from consuming the raw flesh of humans, which tastes as dust unless torn from the still-living.
- 3/27: The sorcerer becomes irresistibly enticing to any undead encountered. Undead will attack the sorcerer above all others, and consume the sorcerer's body and soul if possible.
- 4/28: While the sorcerer sleeps, any dead bodies nearby rise with malevolence. These walking corpses are marked with the sorcerer's sigil, awkward and shambling, and attack the living wrathfully.
- 5/29: The next ally of the sorcerer to die rises again immediately with skin tinged faintly green. This ally will only take nourishment from living flesh and will be made violently ill by consuming any vegetable matter. The ally's nails grow into long, wicked claws that will paralyze enemies on successful strike (a saving throw is permitted initially and once per exploration turn following until the effect wears off).
- 6/30: Every time the sorcerer takes a intelligent life, it rises from the grave on the next full moon. Such risen dead will seek out each other unerringly and hatch a terrible plan, which they will attempt to blame on the sorcerer responsible for their unending unlife.
- 7/31: The sorcerer's reflection (in mirrors, pools, and so forth) is replaced by that of an emaciated revenant.

8/32: The bones of some great, forgotten creature, deep beneath the earth, stir and awake. It will crawl its way to the surface within 1d6 days. This titan monstrosity will lay waste to the countrysides, wandering at random, and then:

- 1) return to the earth eventually
- 2) seek out the sorcerer with intent to serve
- 3) hunt down the sorcerer with intent to kill
- 4) crumble to dust
- 5) stand unmoving as a great monument
- 6) unearth and animate more dead beasts from past ages.

9/33: The sorcerer gains the ability to detect undead within 100 paces by concentrating but also becomes immediately known to any undead within a similar range whether or not this ability is used.

10/34: The flesh of the sorcerer's head and face slowly sinks and tightens until it seems barely more than a skull. Lips pull back revealing a grinning rictus. All hair falls out. None of these effects spread to other parts of the sorcerer's body, however.

11/35: All living creatures within 100 paces, friend or foe, other than the sorcerer, take 1d6 necromantic damage. Forever after, this happens whenever the sorcerer casts a spell, though the damage inflicted is only 1d3.

12/36: The sorcerer is cursed to rise as a wraith upon death. This happens immediately the next time the sorcerer is reduced to 0 hit points, if a saving throw versus magic is failed.

Psychomancy

- 1/37: The sorcerer's mind loses the ability to control its body. The sorcerer retains casting ability and doubles the amount of spells which can be prepared but is essentially paralyzed, unable to move any body part other than the eyes. The effect is permanent but may be treatable with certain rare extracts.
- 2/38: The sorcerer falls into a deep sleep that lasts for a month and a day. During this time, all off the sorcerer's nightmares manifest in the material world. One nightmare will be spawned each night.
- 3/39: Anyone coming within several paces of the sorcerer begins to hear the sorcerer's surface thoughts. This is experienced as a sibilant whisper that becomes clearer and louder with proximity. The effect makes it difficult for the sorcerer to lie or mislead and is permanent.
- 4/40: The sorcerer is knocked unconscious and a wave of psychic pain spreads outward. Any conscious beings within 100 paces must make a saving throw or be similarly knocked unconscious.
- 5/41: The sorcerer's emotional state bleeds out in the environment around them, affecting weather and ambient mood within one mile. This effect moves with the sorcerer. When the sorcerer becomes angry, storm clouds gather, and so forth. Effect details are not controllable and should be determined by the referee.
- 6/42: Signs representing prepared spells appear either inscribed in the sorcerer's face or flickering, ghost-like, around the sorcerer's head. These "tells" allow other sorcerers to determine which spells have been prepared at a glance. The effect is permanent.

- 7/43: The sorcerer's mind trades places with the nearest conscious being. This is permanent (1 in 6 chance) or lasts for 1d6 days. Spell casting ability is preserved in any new body.
- 8/44: A wave of mental stimulation emanates from the sorcerer. Any characters nearby with prepared spells must make a saving throw or spontaneously cast one randomly chosen prepared spell.
- 9/45: Internal mental processes become intertwined. Another prepared spell, randomly selected, is immediately cast with random targets. From this point on, two spells may be cast at once as a single action and this is the only way that the sorcerer is able to cast spells.
- 10/46: The power of psychic presence overwhelms one of the sorcerer's senses. Determine randomly which. The sorcerer loses this sense permanently, but becomes able to sense the presence (and nearness) of conscious thoughts within 1000 feet.
- 11/47: The sorcerer loses the ability to feel one major emotion:
- 1) fear
 - 2) anger
 - 3) excitement
 - 4) sadness
 - 5) happiness
 - 6) love.

This emotion also becomes incomprehensible in others.

- 12/48: Consciousness is imbued to one randomly determined nearby possession of the sorcerer. This object also gains telepathy and limited telekinesis, including the the ability to levitate. Reaction toward the sorcerer should be determined randomly, and may be adjusted by previous material treatment.

Spiritualism

- 1/49: Mischievous plasmic spirits possess and animate objects nearby.
- 2/50: The sorcerer's visage is strange and terrible when viewed by those with the second sight, unless a material mask is worn. The spirit visage can also be seen in mirrors.
- 3/51: The sorcerer develops a limited but perpetual form of the second sight whereby lies told can be seen clearly as putrescent plasmic goo leaking from any liar's mouth. Additionally, if the sorcerer ever tells a lie, a spiritual fragment of the sorcerer detaches. This fragment appears as a flickering, multicolored visual echo of the sorcerer with no eyes, no ears, and long, apelike arms with eyes in each palm.
- 4/52: All the shadows of the closest settlement animate. The shadows attempt to kill everyone in the settlement.
- 5/53: The sorcerer's spirit and body separate permanently. The spirit may never move more than 100 feet away from the body and can project messages telepathically to sentient creatures within the spirit movement range. The body must be cared for and fed materially as it is paralyzed beyond basic autonomic functions. It may be carried by a friend or retainer to allow the sorcerer continued adventures.
- 6/54: A thunderous sound echoes through the other world, drawing the attention of some spirit, which should be determined randomly.

- 7/55: The next door the sorcerer opens leads to the spirit realm.
- 8/56: All metal within 100 paces of the sorcerer transforms into glass, which vibrates with spiritual tones for one exploration turn. All sentient creatures within hearing must succeed on a saving throw or fall into a deep slumber. The transformation into glass is permanent.
- 9/57: A wicked copy of the sorcerer is born into the land of dreams. This duplicate will seek to escape into the material world by any means necessary. It has all the powers of the original character but no gender and a star shaped scar on its left palm.
- 10/58: Any mundane weapon the sorcerer touches is possessed by a spirit. Such weapons become animate, growing ten insectile legs and four antennae. They fear humans but will fight if cornered. This ability is permanent.
- 11/59: The sorcerer loses the ability to see through doors, windows, and similar liminal zones. Beyond seems only an incoherent smear of color.
- 12/60: Deafness afflicts the sorcerer. However, whenever the sorcerer observes someone else speak, visual words appear to pour forth until they melt away on the ground. This allows the sorcerer to interpret any spoken language, though their own expression becomes stilted and strange, subject to reaction penalties.

Translocation

1/61: All prisoners, to be interpreted liberally, within 100 miles are freed. They vanish from any restraint or enclosure, appearing in a place concealed and sheltered. All so released are branded with the sorcerer's sigil.

2/62: The next door that the sorcerer opens during play leads to:

- 1) the moon
- 2) a random room in the current structure
- 3) a building in the nearest settlement
- 4) another sorcerer's abode
- 5) the standard destination but with time frozen
- 6) the standard destination but with gravity reversed.

There is a 1 in 6 chance that closing the door will end any effects associated with this result, otherwise the new portal is permanent.

3/63: The sorcerer attracts the attention of an extradimensional parasite which steals some food from each meal the sorcerer eats, spiriting it away across the void through a gate permanently maintained in the sorcerer's stomach, doubling food requirements and upkeep costs. When the sorcerer dies, the necromantic interaction with the portal turns the sorcerer's body inside out, exposing the gate, which leads to the interior of the parasite, containing strange spoils and guarded by digestive caretakers. There is a 1 in 6 chance that the gate will close of its own accord each day.

- 4/64: The fields of inertia are forever disturbed around the sorcerer. Any physical missile originating from or destined for the sorcerer does either twice or half the standard damage. Determine which randomly. The same applies to falling damage.
- 5/65: The first time that the sorcerer closes any given door or box, there is a 1 in 6 chance that the occlusion will become trapped, spontaneously generating any mechanisms necessary. The trap may be disarmed using standard techniques, though it will automatically rearm every night forever. The trap is:
- 1) a poison needle
 - 2) a cloud of poison gas
 - 3) a scything blade
 - 4) an arrow or dart
 - 5) an unbreakable adhesive which pulls in the opener's hands
 - 6) a burst of magical fire.
- 6/66: The sorcerer and all allies are transported to Demulon, a cloud drifting far above. Though not solid, the cloud provides support. However, the sensations of walking upon it are strange and yielding. It is occupied by cloud worms that can sense intruders. There is an ancient, abandoned storm shrine in the center of Demulon.

7/67: The sorcerer, and any companions nearby, are transported to the shore of the nearest lake.

8/68: The sorcerer becomes terrified of open skies, and may travel only with eyes covered by a thick cloth or hood.

9/69: Everything the sorcerer says, even in whispers, is echoed in the ears of others far away. The distant hearer is always known to the sorcerer, and should be chosen based on principles of sympathetic magic. The sorcerer becomes immediately aware of the new listener.

10/70: The sorcerer, and any companions nearby, are transported to the nearest mountain.

11/71: A duplicate of the sorcerer appears in a far off location. This clone is insane and cares about nothing other than the humiliation and downfall of the original sorcerer. Dreams with increasing frequency based on the clone's proximity intrude upon the sorcerer's nights.

12/72: Any closed door or box that the sorcerer attempts to open becomes wizard locked, openable only with sorcery. The closure becomes covered with runes which advertise this fact.

Vivimancy

- 1/73: A nearby animal is marked with the sorcerer's soul sigil permanently and the soul of the sorcerer is bound to the animal. If the animal is killed, or moves more than 100 feet from the sorcerer, both die. The animal will not die of old age, and will seek to be near the sorcerer above all else.
- 2/74: The sorcerer's soul is stolen by a spirit of the lands or forests. The sorcerer cannot cast any spells until the soul is recovered, which may be accomplished by completing a labor for the spirit.
- 3/75: All those in the nearest farmstead, town, or settlement are transformed into beast-people, a horrible, aggressive hybrid of human and animal.
- 4/76: One of the sorcerer's hands is warped into an oversized monstrous claw. The talons on this claw may attack as a dagger, and will leave marks even on steel. However, the claw is insufficiently dextrous for the purpose of holding anything.
- 5/77: The sorcerer falls unconscious and remains so for a day and a night. During this time, the character writhes as if in great pain, and slowly develops features of an animal native to the region, such as the fangs of a wolf, the pelt of a bear, or the horns of an elk.
- 6/78: All vegetation within one mile of the spell casting gains sentience, mobility, and a taste for human flesh.

- 7/79: The sorcerer is transformed into a great, primordial wolf the size of a pony, and ranges over the lands nearby for a week. The sorcerer will have no memories of any acts committed while in this state.
- 8/80: Any creature (of any gender) wounded by the sorcerer (blood must be drawn), has a 1 in 6 chance of being impregnated. The spawn will come to term in one month.
- 9/81: Each time the sorcerer recovers health, the healing happens as a metallic fusing of flesh and gleaming, sorcerous alloy, decreasing dexterity by 1 and adding one point to AC. There is a 1 in 6 chance that the effect ends on such recovery. If somehow dexterity is reduced to 0 in this manner, the sorcerer has been fused into an immobile, half-living statue.
- 10/82: The sorcerer is transformed into an animal (determine randomly) when next reduced to zero HP. There is a 1 in 6 chance that this transformation is permanent; otherwise, there is a 1 in 6 chance per downtime action of reversion to standard form. The animal retains previous intelligence, memories, and spell casting abilities.
- 11/83: An ally's garment, which must once have been from an animal (such as a fur coat or leather cape), gains life, sentience, and perception. Its new eyes turn in wrath upon its owner.
- 12/84: The sorcerer's arms and legs are transformed to great roots, which seek fertile soil to drink. After sating their thirst, which takes 1d6 days, they revert back to standard form. Once per week, forever after, the sorcerer must take root and drink like a tree - this takes one day or night - or become sickly and weak. Plants will recognize a kindred spirit.

Enchanted Treasures

1. Armor of Grogaxus

A suit of parade day armor finely filagreed in gold and silver. The helm has a tremendous plume half the height of a man of unidentifiable azure feathers and vaguely feline hinged faceplate that opens down the middle like window shutters.

The wearer leaves footprints wherever they walk as if the ground was moist sludge, even in material such as stone, marble, and metal. By concentration, the wearer may propel themselves forward at great speed on a wave of earth, or animate pillars of earth to attack enemies (these as powerful as the fists of a giant).

Bound within the suit of armor is an earth spirit, and there is a 1 in 20 chance that it will be released (destroying the armor) each time the elemental powers of the armor are used.



2. Bangle of Earth

This heavy bracelet is made of dark brown stone. The crafting is superb, but several large gashes mar its otherwise smooth surface. It seems slightly too large to fit a human wrist, but mysteriously adjusts in size when worn.

By concentrating for a full exploration turn, the wearer may cause a stone surface to soften temporarily and become plastic, almost as gummy mud. On each use, there is a 1 in 6 chance of the bangle itself dissolving into mud and thus being destroyed.

3. Blade of Seeing

This finely crafted sword has a clear, faceted crystal pommel and a small guard. The blade is enameled yellow and never dulls.

The tip of the blade may be plunged into almost any material (it will slide in several inches and then stop). The area beyond the tip of the blade within approximately 20 feet may be seen and examined in the crystal pommel, which will slowly darken with swirling mist over the course of the next exploration turn. It takes a full day for the mist in the crystal to clear before the seeing ability may be used again. The weapon itself is almost indestructible other than a vulnerability to cold.

4. Bracers of Amalgamation

While wearing these bracers, a sorcerer may move limbs, organs, and appendages between different creatures. Creatures may also be joined in body. Each such adjustment requires one exploration turn, and causes no damage or bleeding, though it may cause pain.

Creatures are driven insane by the process with chance of 1 in 6. Complicated adjustments (such as adding wings) are only functional with a 1 in 6 chance.

5. Bridging Arrow

An arrow tipped with a stone sphere about the size of a fist.

Despite the strange arrowhead, this arrow flies straight and true. If fired over a river, chasm, or similar obstruction, a stone bridge will erupt from the ground following the path of flight. This bridge is narrow, must be crossed in single file, and has no side walls, but is stable and permanent. The arrow is consumed during the bridging process.

If used in combat, it will fall to the ground several paces beyond the point of fire and will deal no damage in any case.

6. Chaos Bow

This bow is crafted from demon horn. It has six spines, all on one plane, like wing bones recurved, the largest two of which are joined by a cord of demon gut.

When an arrow is fired from the chaos bow, it multiplies into 1d3 missiles, which target three randomly determined enemies. Standard attack rolls should be made for each. Any critical failures result in the arrow arcing back toward a randomly determined ally (another attack roll should be made in this case). The bow itself may also be used as a melee weapon in the manner of a staff or double-ended spear due to its razor-like edges and great strength.

7. Coins of Bewitching

These gold coins are quite old, and marked by an obscure sovereign few will recognize. They are also carved with an arcane symbol which will be recognized by sorcerers.

Anyone who takes payment, either full or partial, in the form of these coins is bound to obey one command issued by the purchaser. Once the coin is used for commerce, the symbol disappears and the coin becomes mundane (if old).

1d6 of these coins are generally found at a time. It is said that these coins led to the proverb "never take a magician's money", a saying which still bedevils sorcerers to this day.

8. Crown of Extinction

A crown of platinum with high, arcing spines studded with glittering sapphires. Time seems to slow down when the crown is approached. The crown radiates destruction magic.

Any sentient being that wears the crown is erased from reality. Each time it is worn, there is a 1 in 6 chance that the crown will vaporize, leaving only a faint cloud of multicolored mist and the smell of lavender.

A crown of extinction is the result of a failed attempt to create a crown of pure thought. While exceedingly dangerous, a crown of extinction is always beautifully constructed.

9. Cymbal of Names

This brass cymbal is engraved with the word for name in countless languages, many lost, and some not yet existing. Striking the cymbal will in most cases create no sound at all.

However, if the name of a person or thing is spoken forcefully while holding the cymbal, and then the cymbal is struck, it will sound sonorously if the named thing or person is within 100 paces.

A weapon forged from the metal of the cymbal can be used to attack a creature's true name, rendering it nameless. Many demon lords thus avidly pursue the cymbal in effort to destroy their own true names.

10. Dagger of Divergent Precipitation

This dagger is relatively plain in construction, but inscribed with runes of power relating to storms, water, and weather.

If plunged into a pond-sized or larger body of water, either active or stagnant, after one turn heavy clouds will begin to form around the holder of the dagger, obscuring sight and making the nearby area damp and clammy. The clouds are storm gray and roil continuously. After another turn passes, and as long as the dagger remains held in the water, the magical clouds will begin to rain heavily, but upwards toward the ceiling or sky. There is a 1 in 6 chance per turn of the ground clouds producing rumbling thunder or a jagged bolt of lightning which arcs upward.

II. Demon Cloak of Gal-Bratar

This warlock's cloak is rich purple velvet lined with orange satin and has a deep hood. The hem of the garment is stitched with the true names of a demon host.

The wearer may at will assume the illusionary form of a greater demon. This form does not grant powers such as flight, magic, or attack strength, but the illusion is impenetrable to other true demons and any magical test of demon-hood will be deceived. Magic-users are permitted a saving throw if they suspect that something is amiss.

12. Dimensional Cache

A dimensional cache appears to be a hoop formed of strange metal covered with protuberances and symbols of unknown meaning. The caches are often secured to altars or directly attached to structures for added stability. Attached to the hoop will be a box or cylinder with a uniquely shaped slot. If the cylinder's key is inserted, the cache will open. When open, the hoop serves as a door to a trans-dimensional space.

One item or creature of human sized or less may be placed inside the cache. Time does not pass for anything stored within the cache. This also means that persons that enter a cache themselves may not leave voluntarily, being frozen in temporal stasis.

Dimensional caches will continue to function if unanchored, but have a 1 in 6 chance of malfunctioning when opened (roll on the translocation catastrophe table). Anchoring a dimensional cache requires a specially prepared stone or metal base which must be attuned to local conditions. Constructing such a base requires knowledge of translocation sorcery and not inconsiderable expense.

13. Dunoder's Hat

This tall hat is constructed of piled velvet coils in shades of orange and green. It is topped with a polished steel sphere. The height of the hat (several feet) is such that a chin-tie is required for stable accoutrement.

The wearer becomes invisible at the end of an exploration turn if perfect stillness is maintained. Any movement reveals the wearer.



14. Ephebian Mask

An ancient dynast was greatly saddened when the many men and women of his harem that he loved grew old. He commanded his city-state's council of high magi to find a way to restore their youth, and in pursuit of this end the masks were created.

Each mask is of white porcelain with high, dramatic cheekbones and striking, red painted brows. Many were made before the secret of their manufacture was lost, and though most were used in the distant past, some still remain.

If worn, the wearer's body ages backwards (or forwards) to that of late adolescence with all strangeness of body (including injuries, lost limbs, and birth oddities) normalized. In the process of working its magic, the mask fuses with the face of the wearer and loses enchantment (maintaining the consistency of porcelain while gaining enough flexibility around the eyes and mouth for moderate expression).

After use, mask wearers continue to age normally, but their faces will forever be unlined masks.

15. Escutcheton of Dream Weaving

A suit of plate armor made of unknown material enameled in bright primary colors. Due to its complicated fasteners, the suit requires a successful intelligence check to don correctly, which may be attempted no more than once per day due to the mental gyrations required (the referee should make this roll in secret). The helm is festooned with numerous insectile plumes and feelers which, when worn, constantly seek and probe.

Once per day, if the armor has been put on correctly, the wearer may caress an object or person with the feelers, and cause a duplicate of the object to come into being.

The replica is formed of dream-stuff, and so is inexact and exaggerated in the manner of dreams, but is as strong as the original, and conscious as well. Replicas dissolve in water.

16. Essence Lantern

A pendant set with a large, yellow beryl gemstone. By concentration, the wearer may cause the pendant to radiate hard, white light. This lasts for one exploration turn and drains one hit point from the wearer.

Shades and creatures of darkness can enter this light radius only with great difficulty and pain, as it channels the light from a distant sun. Wearing the pendant for more than a day causes the eyes to turn yellow permanently.

17. Fascinating Cat

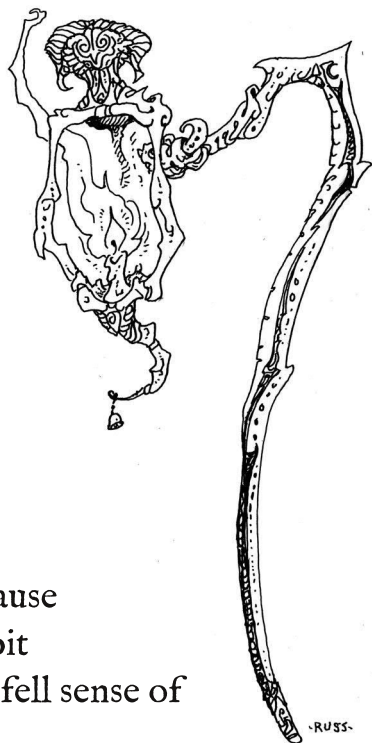
A small wooden statue of a domestic cat with striking green painted eyes. It is usually found covered, such as in a sack or box.

When uncovered, the first person to gaze upon the cat must make a saving throw or be transfixed, unable to move or take action until the cat is covered again, even to the point of starvation. The statue will only have this effect on one person until it is covered again and allowed to accumulate magical energies (taking approximately a day). Each time the statue takes effect, there is a 1 in 6 chance that it will transform permanently into a normal (but confused) domestic cat.

18. Feylight Lantern

A tall, spindly lantern of unknown silvery metal that holds one candle. Illumination is as a standard lantern.

All mundane armor worn within the light of the feylight becomes both weightless and no stronger than paper.



19. Goblin-birthing Knife

This old, rusty dagger has a wide and forbidding blade, shaped like a leaf to cause greatest bloodletting. Despite its decrepit appearance, the blade projects the most fell sense of dark sorcery.

If a human-type creature is slain with the dagger and its belly slit open with the same, a newly birthed (but fully grown) goblin will emerge in a process taking one exploration turn. This goblin will have a favorable disposition to its creator, but is wicked in its stupidity.

Each time so used, there is a 1 in 20 chance that the blade will break off, nullifying the enchantment.

20. Hat of Trapping

Enchanted spider silk has been woven into this brown, wide brimmed hat. If doffed and used in the manner of a net (much like one might attempt to trap an errant fly), the hat will grow large enough to trap any creature up to the approximate size of a horse.

A saving throw is permitted to avoid entrapment, but if trapped no movement is possible. The hat will return to normal size when removed from any trapped creature.

Any stabbing through the exterior of the hat will destroy it, but it is not vulnerable to most attacks from the inside.

21. Kerfiel's Ring

This heavy platinum ring is fitted with a ruby quite large and impressive. This stone glimmers darkly, seeming to leach light from the air. All light sources nearby become dim and fitful.

No fires may be lighted within 10 paces of the ring, and the wearer is entirely undamaged by heat and fire. All fire damage inflicted within 10 paces of the wearer is halved and the ring functions as a warding spell against creatures of fire.

22. Kergosar's Automaton

A full-sized anatomical, hermaphroditic model of a human mounted on four large steel wheels. The doll is carved of wood and plated with white ceramic in the outline of muscles. There is a metal door on the back of the figure's head, which is faced in smooth, featureless porcelain. A series of knobs and levers protrude from the back, which may be used to manipulate the movement of the doll in a surprisingly lifelike manner.

If a body part or bodily remnant of a particular individual is inserted into the compartment within the model's head, and the door closed, that person may be controlled by means of the knobs and levers (a saving throw applies).

23. Lantern of Concealment

This lantern is well-crafted from steel and adorned with suns and moons around the top.

Only the most carefully processed scented oils will burn in the lantern, of the kind that alchemists produce at great expense.

One ally within the light of the lantern (other than the lantern's holder) may be rendered invisible as long as the lantern remains lit. This effect may be switched between persons, though the process of doing so takes an exploration turn.

24. Lich Hood

This dark hood is connected to a leather harness, which must be secured to activate its magic. Light seems to dim around the hood and it radiates necromantic energy.

Any sorcerer that wears the hood must make a saving throw or be permanently transformed into an undead creature.

Failing this saving throw knocks the wearer unconscious and inflicts 2d6 points of damage. Sorcerers with knowledge of necromancy need not make this saving throw and are able to activate the transformation without chance of failure.

Becoming a lich burns away the flesh from head and face, leaving a bare skull with burning eye sockets and an echoing voice. The newly created lich is able to attack with chilling grasp (for 1d6 points of cold damage) and will persist forever unless the hood is removed, at which time the wearer's body will crumble to ash.

Characters without the ability to cast spells that put on the hood must save or die, consumed by necromantic energy and burned to a withered husk.

25. Mergolder's Panoply

This old, worn suit of heavy armor crafted from dragon scales was once fine but is now so battle scarred that it is almost more gap than armor and only protects as medium armor. The visored helm is in the form of a dragon, and when the visor is lowered, the wearer is transformed into elder wyrm.

There is a 1 in 6 chance on each transformation that wearer's personality is overwhelmed by draconic nature and becomes a dragon in mind as well as body. This process is irreversible. Otherwise, the transformation lasts 1d6 exploration turns, and leaves the wearer exhausted afterwards. It is said that the ancient wizard Mergolder created many similar suits of armor to transform his soldiers into an invincible army.

26. Meteor Lure

This object looks like a scepter or wand with four spidery appendages extending from a circular head made of unknown stone. If placed in the ground such that the four appendages are also resting firmly, the head will begin to glow faintly as if dripping liquid red light.

One day following the placement of the lure, a falling star will drop from the sky, obliterating the lure and anything around it to the radius of a large house. If the lure is removed once placed, the star is not called, but there is a 1 in 6 chance that the lure will dissolve into molten slag. Otherwise, it may be set again.

There is a 3 in 6 chance that any falling star will leave behind ore of star metal, which can be used for crafting weapons of extreme potency.

27. Mizuthian Battle-shroud

A tattered cloak once intended to be spread over a dead warrior in honor. It was corrupted by the enemies of the Mizuthians, the Necro-fiends, and infused with necromantic enchantment.

When placed over the body of a person slain in battle within one exploration turn, the cloak will return that person to life and in so doing be absorbed into the new body and consumed.

The revived person will be in all ways the same as prior to death, but will radiate dark magic and any fortune taken will reek of doom. Upon the shroud-wearer's second death, their flesh will burn away and they will rise as a crazed wraith, intent on the destruction of all life. This exact danger will not be known to any but the most knowledgeable of sages, though any sorcerer or antiquary will be able to divine some element of dark magic in the enchantment.

28. Naberithim's Crown

Naberithim's Crown is an iron circlet set with 10 large emeralds that each emit pale green light and produce continuous trails of odorless, phosphorescent green smoke.

The jewels are so perfectly formed that as abodes they are like paradise for earth spirits, and an earth spirit resides happily in each emerald. Given a boulder or other large stone nearby, one of the spirits may be released, but this shatters the emerald. Released spirits will perform one service, but are bound only by cosmic custom and will not look kindly on extended servitude. Damaging the iron circlet or removing the jewels will banish the spirits to the outer darkness, where they will drift eternally and undying without form or geometry.

29. Orc Mace

This heavy club requires an exceptional strength to wield without penalty.

It is crafted of black iron and has a square carved jade head the size of a human skull. This head is a cube, with a monstrous face contorted in anger on each side.

Any human-type struck by the mace must make a saving throw or be permanently transformed into an orc.



30. Pole-flail of Demonic Chastisement

The shaft of this weapon is a length of iron the height of a human. Depending from its top end are 13 chains lined with wicked stars and barbs.

Any demon scourged with the pole-flail continuously for one day and one hour must make a saving throw or be compelled to obey a command by the pole-flail's wielder.

31. Ring of Summoning

This plain steel ring has a small plate on one side marked with a rune of translocation sorcery.

It may be touched to any small, distinct, inanimate object and by so doing impart the summoning ring sigil. At any time in the future, the object with the summoning ring sigil may be summoned to the ring wearer's location.

32. Root Crown

A circlet made of living wood with many spires of root that point upward.

The wearer may awake a tree and give it sentience by touch. Any tree so affected quickly grows human-like facial features with which to perceive its environment, and may uproot itself to become mobile. The disposition of any awakened tree toward its awakener is entirely unpredictable.

33. Scarves of Binding

This pair of fine silk scarves is commonly used for elaborate dances.

Anyone possessing them is immediately bestowed with the knowledge and skill to perform such dances. While dancing, a scarf may be thrown upon an enemy. A saving throw applies. If failed, the target is bound securely by the scarf and rendered entirely immobile. While binding an enemy, the scarves are almost indestructible. If cut, the scarves will knit themselves back together if the scraps are touching.

The dance is not possible while wearing armor. While dancing, the wielder of the scarves is as difficult to hit in combat as if medium armor were worn.

34. Scepter of Gremoras

The Scepter of Gremoras is a dull cast iron wand far heavier than its size would indicate. It is graven deeply with forbidden names.

The wand may be used to command a demon: a saving throw applies, only one demon may be controlled at any given time, and the user must not take other actions while maintaining the effect. Even if the saving throw is successful, the wand's user is protected from the wrath of the targeted demon, though this ends if the wand is used on another demon.

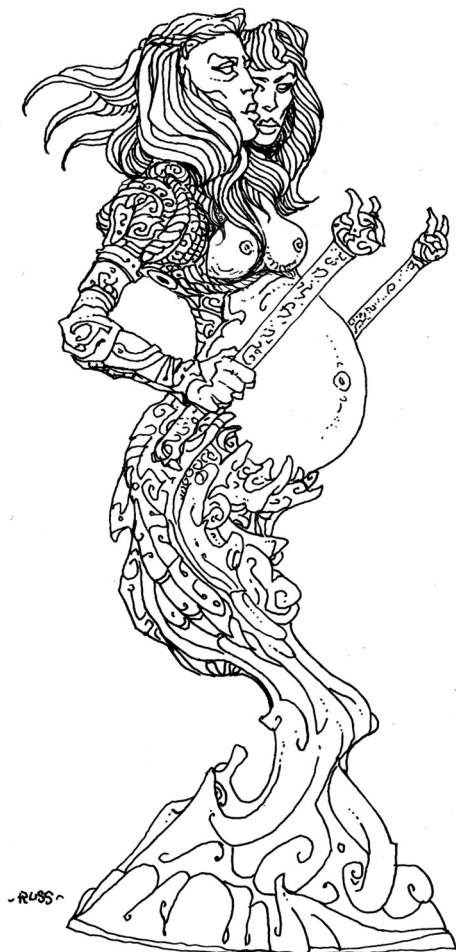
Demons once touched by the wand's power will always be able to sense the location of its holder.

35. Sebron's Trophy

This is a small, carved bone trophy depicting a two headed pregnant goddess holding a scepter in each hand. The trophy is one foot tall.

If placed in a doorway or other liminal space, an invisible barrier becomes active, and causes the gate to be impassable by all thinking beings other than the trophy's owner, who may still move at will between the spaces.

If the trophy is removed, the barrier ceases.



36. Seed of the Sanctuary Flower

This acorn-sized seed has a green and orange swirled pattern and is warm to the touch.

If planted and watered in any soil, a small plant will grow rapidly until it is the height of a human and a magnificent flower will bloom (this process takes one exploration turn).

When in full bloom, the petals shed a deep red light which illuminates with the radius of a torch. No creature with violent intent toward the planter or the flower may come near the flower or attack, either directly or indirectly, the planter or the flower. The flower will bloom for a year and a day, though will die within a turn if removed from the place of planting.

Some ancient texts report that creatures of elemental earth sometimes carry these seeds in their bodies. Their true origin is unknown.

37. Semik-Jualt's Cauldron

This blackened bronze cauldron is the size of a man. It is worked with bas reliefs of beasts dancing around great fires.

If a creature is cooked in the cauldron using a particular recipe of rare aromatic spices, the magic words engraved on the cauldron spoken, and the meat thus rendered wholly consumed by the one working the cauldron's magic, the skeleton rises from the pot as a loyal servant until the remains of the meat pass from the eater's body.

38. Serpent Lens

This monocle appears to have a vertical pupil and is rimmed with snakeskin in a configuration allowing it to fit over a wearer's right eye, like an eyepatch, though it does not have a strap.

It radiates vivimantic energy. If pressed over an eye, the lens will burrow into the wearer's face, consuming the wearer's natural eye in the process. This replacement is quite painful, and takes an exploration turn to complete. Normal vision is unaffected, but poison and poisonous creatures can be identified by sight (this is actually another sense, apart from standard sight, but is perceived by human-types visually). Strength and danger of specific poisons may be detected, but the amount of detail available will vary and must be determined by ruling.

39. Shadow Loom

This bulky loom is too large for easy transportation. It is constructed of stained ash wood.

With one day of work, a craftsperson may weave a garment of shadow. Three different kinds of shadow garments may be created.

The first is a cloak, which grants a 5 in 6 chance to hide in shadows while still.

The second is a hood, which prevents the wearer from being affected by any sorcery while not in direct light.

The third is a pair of gloves, which allows the wearer to reach into a person's mind and draw out a spell contained within (a melee attack is required and the spell recovered should be determined randomly). Stolen spells must be cast within one exploration turn, and have a 1 in 6 chance of causing a catastrophe if used by a character other than a sorcerer.

The loom may only be operated in the dark, and any garment crafted will melt away into constituent shadow a day after its creation.

40. Shadow-lord Armor of Lost Urrax.

A fine suit of jet black plate armor worked with fluting designs. The armor emanates cold and a sense of disquiet.

Anyone wearing the armor becomes immune to physical damage and can freeze liquid by touch. When donning the armor, and each day thereafter, a saving throw is required. On failure, the wearer is transformed into a semi-corporeal vampiric shade. If the shadow creature is ever defeated, it leaves behind the armor.

It is said that rituals exist to bind this shade in service. The armor is indestructible by all but the most powerful magics.

41. Skull Cap

This strange object seems to be half hat and half funnel. The shape of the lower rim clearly shows where the hat may rest over the ears, but the top spreads open into a copper funnel.

If this cap is placed on the head of a dead person, and a keg of wine or ale is poured down the funnel, the spirit of the deceased will return and answer one question (the spirit will answer truthfully though unclearly, as if inebriated).

There is a 1 in 6 chance upon each use that the cap will split asunder and so be destroyed.

42. Tablet of Opening

A thin sheet of stone carved with runes of opening and destruction.

If pressed against a door and shattered with a hammer, the door so pressed will similarly shatter.

43. Talisman of Oceans

This silver pendant is set with semiprecious green and blue stones. Though the materials are not princely, the workmanship is fine.

If the talisman is grasped with one hand, and the wearer imagines the far off deep waters, ocean water may be vomited forth indefinitely. If water is summoned continuously for more than an hour, there is a 1 in 6 chance of also expelling a confused water spirit. Each time used, there is a 1 in 6 chance of the talisman breaking.

44. The Gossamer Mantle of Irapoden

Irapoden's mantle is a grey cape of the finest gray silk that is exceedingly light but never stirs in any breeze. It hangs on the shoulder as sludge, and almost seems to drip in movement rather than flow like cloth.

When the hood is pulled low, the wearer's shadow animates and detaches, becoming a loyal servant. The shadow has the strength and fortitude of four men, and remains ambulant as long as the the cape's wearer does not move. The shadow may be called forth no more than once per day, but if slain it will never return, no matter the illumination.

45. Time Net of the Time God

This gladiator's net is woven with hair of a time god, from whom it was stolen by a mortal hero in ages past.

Anyone tangled in the net (standard attack procedure), is frozen in time statically until the net is removed. When so used, the thrower must save or be flung into the future 1d6 turns.

The original creator of the net will offer a great reward for its return.

46. Transmogrifying Cage

A cage of reddened steel the size of a small cart worked with runes of transformation. There is one door, and a crank on the exterior which may be turned with effort.

Any statue of stone or carving of wood placed within will be given life if the crank is turned, with nature reflecting the object's crafting. Full transmogrification takes 1d6 exploration turns. No control is granted over the newly created creature.

47. Vulfin's Mace

A hexagonal flanged mace set with rubies.

It feels heavier than it ought to for its size and radiates necromantic sorcery. It can be used only awkwardly in battle.

However, if placed in the hands of a corpse, the body will animate and ask for directions from the person that bestowed the mace. The undead so created has the strength and power of six men and is tireless, though it will fight with no weapons other than the mace, and will crumble to dust if disarmed. The mace may grant unlife no more frequently than once per month.

48. Wand of Arboreal Duplicity

This wand would look to be nothing more than a narrow, crooked branch with numerous, jagged twigs but for the bands of silver regularly affixed to its length.

The wand may be used to direct the movements or positioning of any vegetation, though any change proceeds at a vegetable pace (assume that 10 feet square of plants may be rearranged over the course of one exploration turn). Branches may be caused to braid themselves, trees to lie down, or dense undergrowth to part. Plants may be forced to uproot themselves, but this destroys the ability of the wand to affect them.

49. Witchfinder's Candle

These candles will burn twice as brightly if near the working of magic, enchanted items, conjured spirits, or those that commonly work sorcery.

They are generally found in small bundles of up to 6.

50. Zephyrian Sphere

This fist-sized opalescent globe of unknown material cannot be submerged in liquid no matter the force applied.

When concentrated upon, the globe levitates to the user's chest height, and electricity plays back and forth between the globe and the hands of the user.

By means of stroking and gesturing the air around the globe, small winds and vortexes of air may be created anywhere within sight. The user may not otherwise move when using this power. These air currents are enough to hazard a flying creature or keep a heavy cloak aloft indefinitely, but not enough to knock a grown human prone.

There is a 1 in 20 chance on each use that the globe will be sucked into a parallel dimension (creating a loud pop noise as atmospheres renormalize).

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